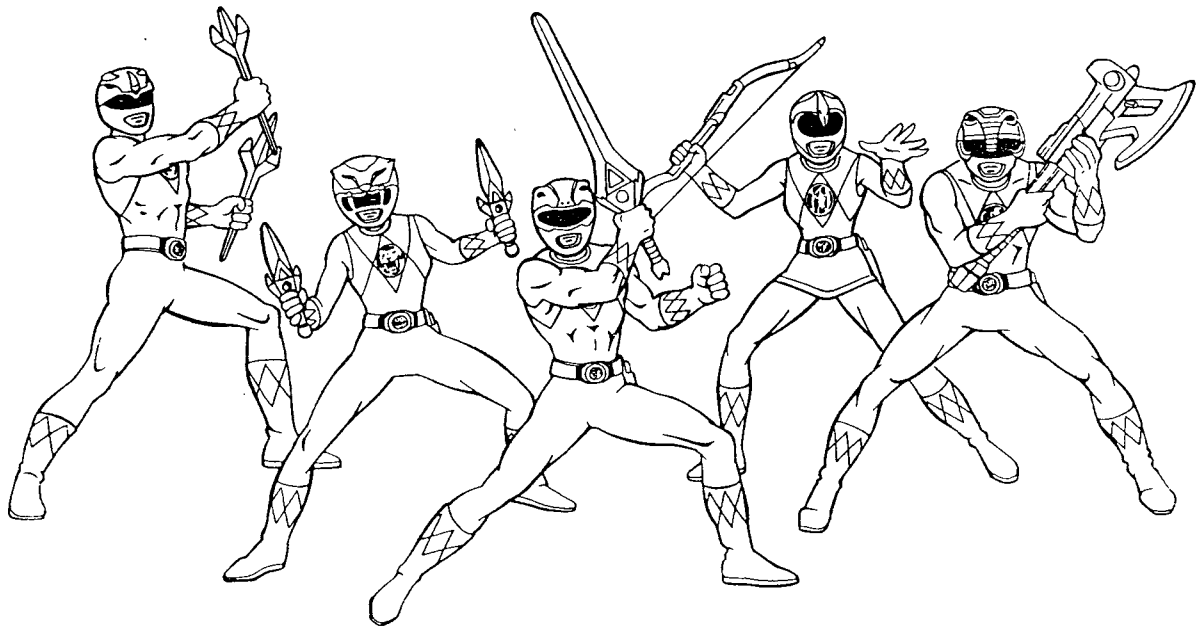


SABAN'S

MIGHTY MORPHIN POWER RANGERS GAME



Instructions

2 to 4 Players

Contents

Gameboard, 3 backdrop pieces, 6 plastic buttons, label sheet, 6 Megazord pieces, 5 Power Morpher tokens, 5 Power Ranger pawns, 5 Dinozord pawns, 12 Putty Patrollers, 4 Evil Space Alien playing pieces, 25 Power Chips, 17 small pawn stands, 9 large pawn stands, 4 dice, plastic scoring clip.
(There may be extra buttons or pawn stands included with your game.)

Object

Be the first player to defeat Rita Repulsa's Evil Space Alien, King Sphinx.



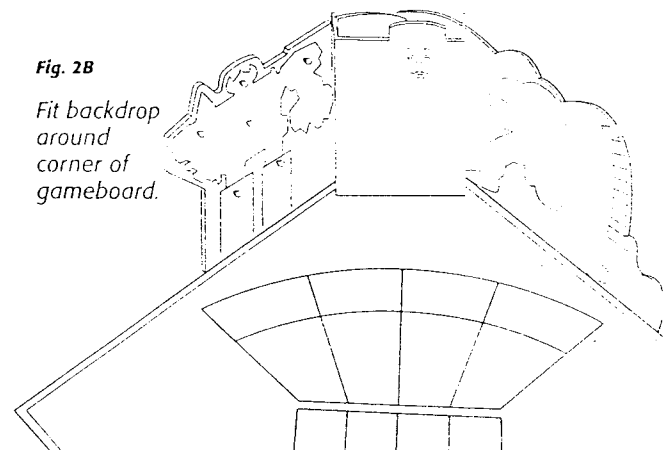
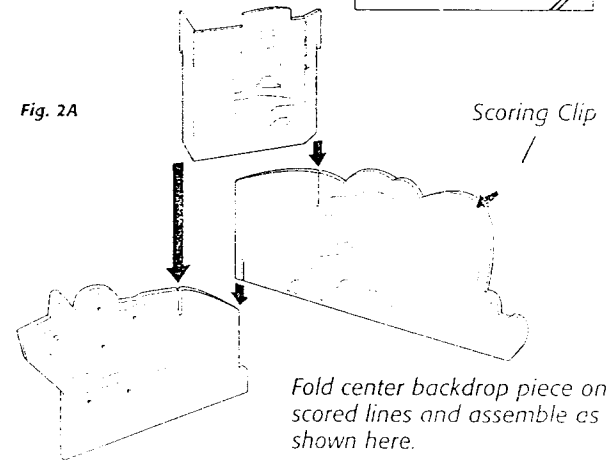
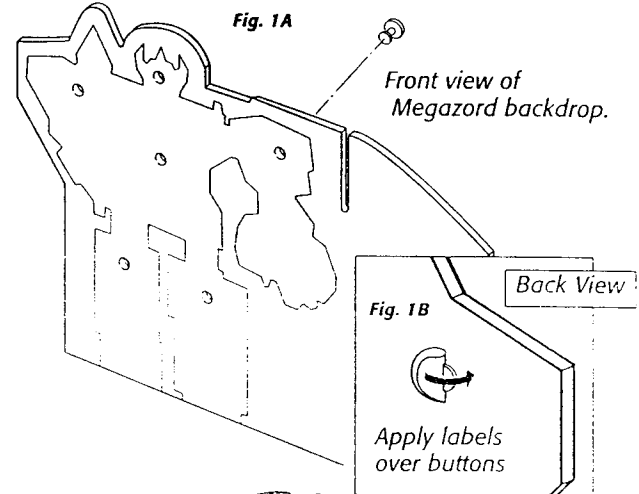
The First Time You Play

To see how your game looks completely assembled, see the picture on the bottom of the box. Carefully punch out the cardboard pieces as described below and discard waste cardboard.

- Punch out the 3 backdrop pieces. Push a plastic button through each of the 6 holes in the Megazord backdrop as shown in Figure 1A. Apply a blank label from the label sheet to the back of each plastic button as shown in Figure 1B.

Fold the center backdrop piece along its scored lines and attach it to the other 2 backdrop pieces as shown in Figure 2A. Position the stand-up backdrop on the gameboard as shown in Figure 2B.

- Punch out the 6 Megazord pieces and make sure the small holes in these pieces are also punched out.
- Punch out the 5 Power Ranger pawns and fit each into a small pawn stand. Punch out the 5 Dinozord pawns (Tyrannosaurus, Sabertooth Tiger, Mammoth, Triceratops and Pterodactyl) and fit each into a large pawn stand.
- Punch out the 5 color sets of Power Chips, the 4 Evil Space Aliens (Goldar, Squatt, Baboo and King Sphinx), the 12 Putty Patrollers and the 5 Power Morpher tokens.
- Place the plastic scoring clip on the backdrop scene as shown in Figure 2A.
- Label pawn stands: Apply white Power Level labels to the bottoms of the 12 remaining *small* pawn stands; apply red Power Level labels to the bottoms of the 4 remaining *large* pawn stands.
- Fit the 12 Putty Patrollers into the 12 small labeled pawn stands.





Setup

1. Choose Playing Pieces. Choose which character you would like to play. Each character has his or her own color. Take that character's Power Morpher token, matching color Power Ranger pawn, Dinozord pawn, Megazord piece(s) and Power Chips by following this chart:

Power Morpher	Power Rangers	Dinozord	Megazord Pieces	Power Chips
Jason	Red	Tyrannosaurus	torso	5 Red
Billy	Blue	Triceratops	leg	5 Blue
Kimberly	Pink	Pterodactyl	head	5 Pink
Zach	Black	Mammoth	2 arms	5 Black
Trini	Yellow	Sabertooth Tiger	leg	5 Yellow

For example, if you choose to play Billy, take Billy's Power Morpher token, the Blue Power Ranger pawn, the Triceratops Dinozord pawn, the Blue "leg" piece of the Megazord and the set of 5 Blue Power Chips.

All other players choose playing pieces. Place any extra pawns, Power Chips and Power Morphers out of play. Each player also takes one die. Place extras out of play.

Try out the Megazord! Attach all the Megazord pieces to the buttons on the Megazord backdrop to see where your piece fits. Now remove all the pieces except those not being used by any player. You may be building the Megazord later in the game. See Figure 3 for positioning of Megazord pieces.

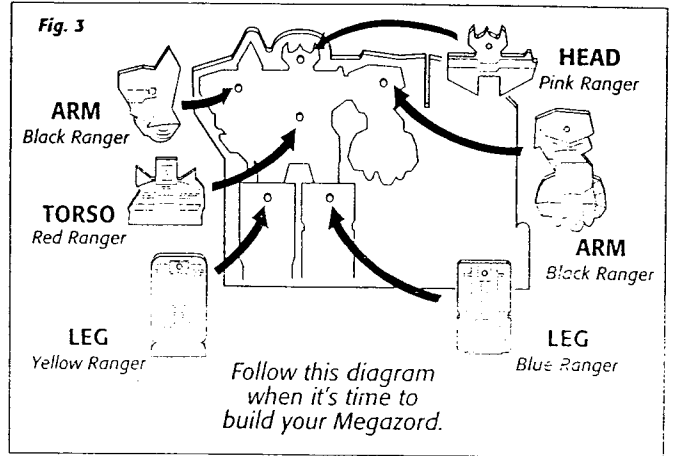
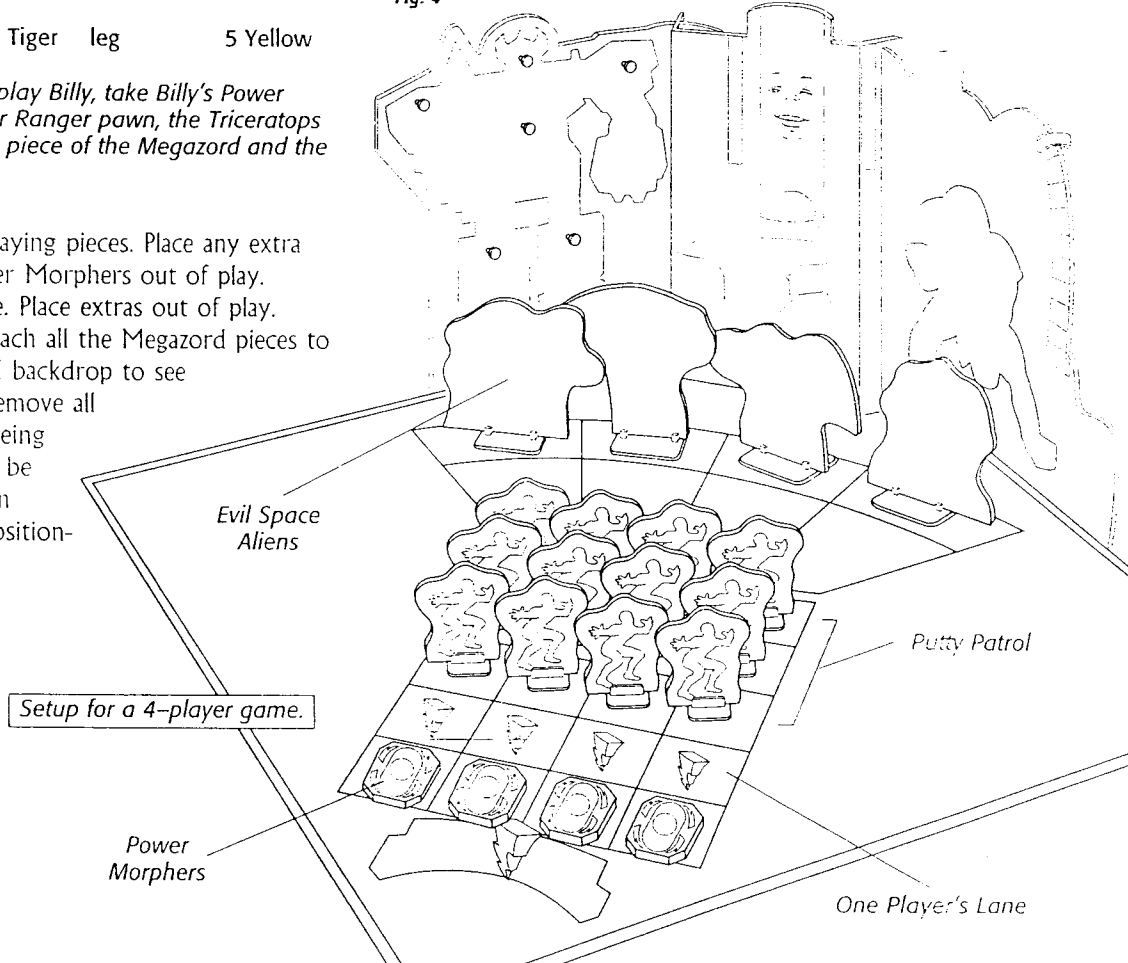


Fig. 4

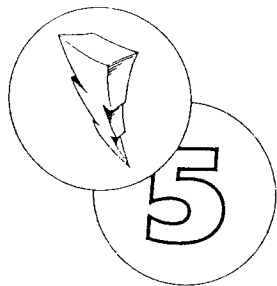




2. Position Pieces on the Gameboard. Refer to Figure 4 for the following gameboard setup steps. Note: This setup shows a 4-player game.

- Each player places his or her character's Power Morpher token on any one of the first row of gameboard spaces. The line of spaces leading from where you position your Power Morpher token to the backdrop is your lane of play. The pawns you control will stay only in this lane during the game, although other playing pieces may be moved about.
- Mix up all 12 of the Putty Patrollers. Without looking at the Power Level labels on the bottoms of the stands, place the Putty Patrollers on the three rows of spaces directly *behind* the spaces with lightning bolts on them. If less than four players are playing, place Putty Patrollers only on lanes being used. Place extra Putty Patrollers out of play, but don't peek at their Power Levels!
- Now mix up the 4 large labeled pawn stands. Without looking at their Power Level labels, fit each Evil Space Alien into a stand. Each player takes an Evil Space Alien, takes a secret look at the Power Level label on the bottom of its stand and then places it on the space at the end of his or her character's lane. This will be your only chance to look at this number during the entire game, so remember it and don't tell anyone what it is! Place extra Space Aliens out of play, but don't peek at their Power Levels!

- Place your set of 5 Power Chips number-side-up in front of you.
- Make sure the scoring clip is above the number 28 on the backdrop.



Gameplay

Roll one die to see who goes first. Highest roll wins. In case of a tie, roll again. Play moves clockwise (to the left).

Your Goal

On each of your turns, try to move down your lane by battling and defeating Rita Repulsa's evil henchmen blocking your way. Each time you win a battle, you remove that enemy from the gameboard and move ahead one space. However, you can't battle until you're a Power Ranger. To become one, you first have to Power Morph!

Power Morphing

In order to Power Morph into a Power Ranger, you must roll at least a 5 on the die on that turn. Your die roll is really your Power Level. You can help raise your Power Level by adding one or more Power Chips to your die roll (to do this, see *Power Chips*, below).

- If your Power Level is 5 or more, congratulations, Power Ranger! Place your Power Ranger pawn on the space in your lane with the lightning bolt. Your turn is over. Remove your Power Morpher from the gameboard.
- If your Power Level is less than 5, too bad! Try again on your next turn.

Power Chips

Use Power Chips when you want to increase your Power Level. They should all be number-side-up in front of you at the start of the game. When you use a Power Chip, you turn it facedown. You can use as many of your Power Chips as you want to add to your die roll on your turn, as long as they are not facedown.

To use Power Chips, announce which chip(s) you intend to add to your die roll *before* you roll. *Place the chip(s) on the gameboard when you do this.* Roll the die and add the number on the chip(s) to your roll. This total is your new Power Level. Now turn the chip(s) facedown. Once you've turned over a Power Chip, you cannot use it again until you reclaim it on another turn (see *Reclaiming Power Chips* in the box on page 4).

Remember, you don't *have* to use your Power Chips on your turn!



Reclaiming Power Chips

On any of your turns, *instead* of battling an enemy, you may wish to recover your lost power by trying to reclaim Power Chips. Announce this to the other players. Roll one die.

- If the number you roll matches a chip that is face-down, you may reclaim it by turning it faceup.
- If you roll a number that matches a Power Chip that is already faceup, too bad. Do nothing.
- If you roll a 6, you may reclaim (turn faceup) any number Power Chip you wish.

You only get to roll once per turn.

Battling the Putty Patrol

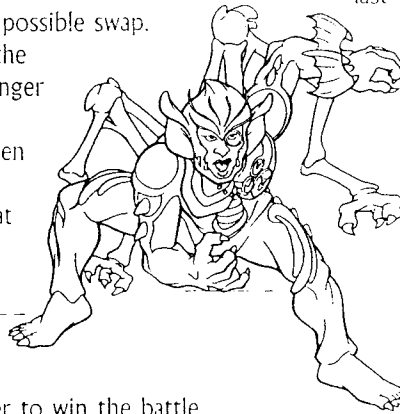
On your turns as a Power Ranger, you must battle and defeat each of the 3 Putty Patrollers blocking your path. To defeat them, you must achieve a Power Level equal to or greater than the Putty Patroller blocking you. Here's how:

1. SWAP! Before you battle, the player to your left can swap the Putty Patroller blocking your pawn for another on the gameboard.

First, turn away so you can't see the possible swap. Next, the player to your left picks up the Putty Patroller blocking your Power Ranger and secretly looks at the Power Level number on the bottom of its stand. Then this player picks up one other Putty Patroller on the gameboard and looks at its Power Level. These numbers range from 2 to 7.

Why Swap? A player might place a Putty Patroller with a *higher* Power Level in an opponent's path in order to make it more difficult for that player to win the battle.

Or, a player might place a Putty Patroller with a *lower* Power Level in an opponent's way instead, trying to make the opponent use up precious Power Chips needlessly.



Whether or not a swap is made, the opponent won't know which Power Level is where. The outcome will always be a surprise.

2. POWER UP! Decide whether or not to add Power Chip(s) to your dice roll.

3. ROLL! Roll *one* die to see your Power Level.

4. WHO'S MORE POWERFUL? Secretly check the Power Level on the bottom of the Putty Patroller that's blocking you to see if your roll (with Power Chips, if used) is equal to or higher than his Power Level.

- If your Power Level is less than the Putty Patroller's, you lose. Don't reveal the Power Level to other players. Stay where you are. Your turn is over. Try again next time!
- If your Power Level is the same as or more than the Putty Patroller's, you win. Be sure to show the other players the Power Level on the bottom of the Putty Patroller, then remove it from the gameboard. Now move your Power Ranger into that space. Your turn is over.

On each turn, repeat these steps to battle and defeat the next Putty Patroller blocking your Power Ranger and then move ahead. When you have defeated the third and last Putty Patroller blocking your Power Ranger, it's Morphin' Time! Remove your Power Ranger pawn from the gameboard and place your Dinozord pawn on the space in front of your Evil Space Alien. Your turn is over.

Battling the Space Aliens

On your turn(s) as a Dinozord, you must battle and defeat the Evil Space Alien blocking you. Here's how:

1. SWAP! The player to your left may swap the Space Alien blocking your Dinozord with any other Space Alien still on the gameboard. *When swapping, no player may look at the*

Power Level under the Space Alien's stand. Space Alien Power Levels range from 8 to 14.



2. POWER UP! Decide whether or not to add Power Chip(s) to your dice roll to increase your Power Level.

3. ROLL! Roll *two* dice at this level (borrow one die from another player).

4. WHO'S MORE POWERFUL? Secretly check the bottom of the Space Alien that's blocking you to see if your Power Level (dice roll with Power Chips, if used) is equal to it or more.

- If your Power Level is less than the Space Alien's, too bad! Don't reveal the Power Level to the other players. Stay where you are. Your turn is over. Try again next time.
- If your Power Level is equal to or higher than the Space Alien's, you've beaten him! Be sure to show the other players the Power Level on the bottom of the Space Alien as you remove it from the gameboard. Move your Dinozord ahead into this space. This ends your turn.

On your *next* turn, decide if you want to try to defeat King Sphinx (if you're the first to try, you must achieve a Power Level of at least 28) or if you want to spend your turn trying to reclaim used Power Chips.

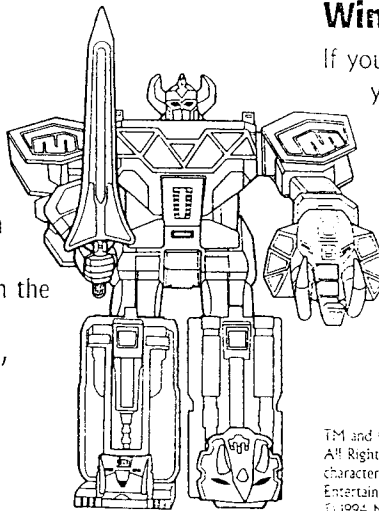
IMPORTANT: King Sphinx is extremely powerful and may have to be battled several times before he is defeated.

Building the Megazord

Players cannot place their pieces on the Megazord until *all* have defeated the Evil Space Aliens blocking their Dinozords. When this happens, remove Dinozords from the gameboard and then take Megazord pieces and place them onto their buttons on the backdrop (see Figure 3 for placement).

From this point until the end of the game, players use *four* dice when they battle King Sphinx.

The Megazord might not get built in every game!



The Final Battle!

In order to win the game, you must battle and defeat King Sphinx, whom Rita Repulsa has made more powerful than ever. You also become more powerful than ever, because you get to roll three dice when you battle (roll four dice when the Megazord is completely built).

If you're the first to fight King Sphinx, your Power Level must equal at least 28 (the number below the scoring clip) in order for you to win. This might be a good time to use your turn to reclaim used Power Chips instead of battling (see *Reclaiming Power Chips* on page 4). When you're ready to battle, follow these steps:

1. POWER UP! Decide whether or not to add Power Chips to your dice roll to increase your Power Level.

2. ROLL! Roll *three* dice this time.

3. WHO'S MORE POWERFUL?

- If you battle with King Sphinx and your Power Level is less than his, you lose, but he weakens from the battle. Move the plastic clip showing King Sphinx's Power Level down one number to the next level. When his Power Level reaches 20 it stays there. Your turn is over. Try again next time.
- If you battle King Sphinx and your Power Level is equal to or more than his, you win!

Winning the Game

If you're the player who defeats King Sphinx, you win the game. He is the last of Rita Repulsa's henchmen. Her vicious plot is foiled...this time!

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Special Short Game for Younger Players

Before you begin, assemble the game as described in the rulesheet (see "The First Time You Play" on page 1).

1. Set up the game as shown below.
2. Each player picks the matching Power Ranger pawn and sets it on the lightning bolt space. You'll be moving your Power Ranger down that lane of play.
3. Each player takes a die.
4. Players all yell, "Go, go, Power Rangers" and roll their dice.
5. The player with the highest number on his or her die gets to knock over the Putty Patroller blocking the Power Ranger and then moves the Power Ranger into that space. If two or more players roll the highest number, all of those players get to knock over the Putty Patrollers and move their Power Rangers ahead in their lanes.
6. Continue rolling dice, knocking over Putty Patrollers and moving Power Rangers. As soon as you have knocked over all three Putty Patrollers blocking you, you get to morph into your matching Dinozord! Place your Dinozord on the next space. Continue to roll dice with the other players until one player successfully knocks over his or her Evil Space Alien. This player is the winner!

7. The winner of the game gets to build the Megazord. Hang each of the six colored Megazord pieces onto its matching peg on the background.

